AGB-ABPE-USA

Baseball ADVANCE ™

GAME BOY ADVANCE®

THQ

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

Thank you for purchasing Baseball Advance.™ Please note that this software is designed only for use with Nintendo® Game Boy® Advance. Be sure to read this instruction manual thoroughly before you start playing.

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GETTING STARTED
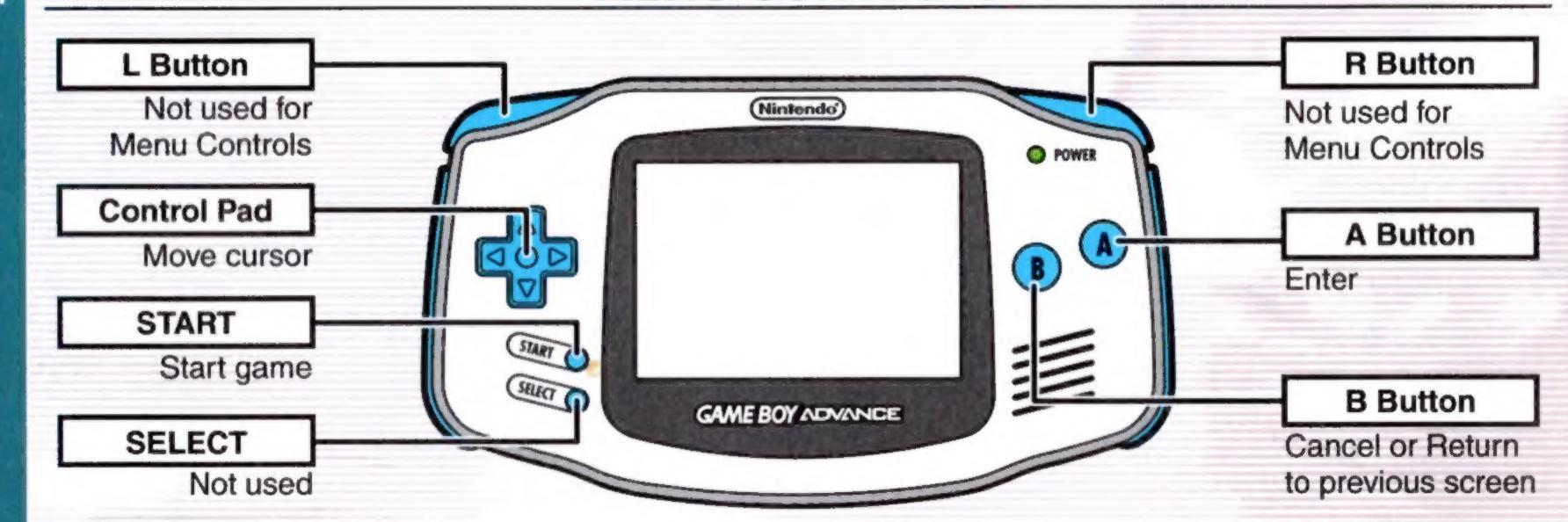
1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Baseball Advance into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The opening screens will appear (if they don't appear, begin again from step 1).
4. When the Title screen appears, press START to proceed to the Main Menu.

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MENU CONTROLS

L Button
Not used for Menu Controls

Control Pad
Move cursor

START
Start game

SELECT
Not used

R Button
Not used for Menu Controls

A Button
Enter

B Button
Cancel or Return to previous screen

PITCHING

Control Pad:	Select pitch type/Aim pitch
A Button:	Pitch
Control Pad + B Button:	Throw to bases (Right: first base; Up: second base; Left: third base)

BATTING

Control Pad:	Move the Batting Cursor
A Button:	Press and hold to ready batter for swing. Release to swing.
B Button:	Bunt (Press Control Pad for height and angle of bunt)

FIELDING

Control Pad:	Move highlighted player
Control Pad + A Button:	Throw to bases
	(Right: first base; Up: second base; Left: third base; Down: home plate)
A Button:	Throw to first base

RUNNING

L Button:	Move all runners to the next base
Control Pad + L Button:	Move individual runner to the next base
	(Up: second base; Left: third base; Down: home plate)
R Button:	Move all runners back to previous base
Control Pad + R Button:	Move individual runner back to previous base
	(Right: first base; Up: second base; Left: third base; Down: home plate)
L Button + R Button:	Stop all runners while the ball is in the air.

* Press the Control Pad + L Button before hitting to steal a base.

STARTING THE GAME

Once the Title screen appears, press START to enter the Mode Selection screen. Use the Control Pad to highlight an option and press the A Button to make a selection.

EXHIBITION

Select this mode to play an exhibition game. Choose a team among 30 teams from both the American League and National League.

SEASON

Select this mode to play a season. Choose one team from either the American League or National League to enter the pennant race and a chance to head for the World Series.™

PLAYOFFS

Select this mode to enter the playoffs directly. Choose one team from either the American League or National League to enter.

ALL-STAR GAME™

Select this mode to play the All-Star Game with the actual players chosen to play in the 2001 All-Star Game. Choose either the American League team or National League team to play.

ALL-STAR GAME™ / EXHIBITION MODE

1. Team Select

Press left or right on the Control Pad and press the A Button to select a league from which to choose a team. Use the Control Pad to scroll through the teams and press the A Button to enter your selection. Similarly, select an opponent. In the case of the All-Star Game, select one of the teams representing either the American League or the National League.

2. Bat/Field First & DH Select

Use the Control Pad to scroll through the options and select which of the team bats first, and whether to use a DH (Designated Hitter) in the game. Once selected, confirm by selecting OK with the A Button.

3. Stadium Select

Choose the stadium in which to play the game. Use the Control Pad to scroll up and down through your choices and press the A Button to select.

4. Rules

This option allows you to set the rules for the next game. Use the Control Pad to scroll through your choices. Once selected, confirm by selecting OK with the A Button.

LEVEL: The strength of the computer team.
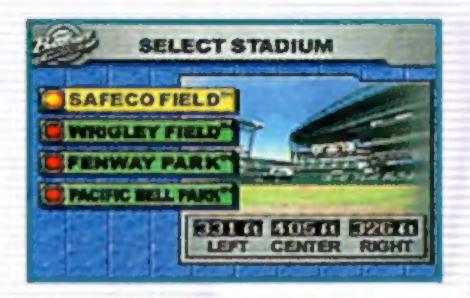(ROOKIE > VETERAN > ALL-STAR > LEGEND)

INNINGS: The number of innings in the game (1–9).

ERRORS: Enable/disable errors in the game.

INJURY: Enable/disable injuries to the players.

WIND: Turn the wind on or off.

5. Lineup

Select a starting lineup for your team and adjust the game settings.

GAME: Start the game.

ORDER: Make changes in your starting lineup.

GAME SETTINGS: Make changes in the game settings.

* Press L/R Button to view the opposing team's starting lineup.

ORDER Screen

LINEUP: Make changes in your starting lineup. First, use the Control Pad to scroll through the current lineup and press the A Button to select the player you wish to change. Once selected, choose a replacement from the list of eligible bench players on the right of the screen.

BATTING ORDER: Make changes in your team's batting order. Use the Control Pad to scroll through your lineup and press the A Button to select the player you wish to switch, then highlight the other player you wish to switch the batting order with and press the A Button again to perform the switch.

POSITION CHANGE: Make changes in the fielding positions of your players. Use the Control Pad to scroll through your lineup and press the A Button to select the player you wish to switch, then highlight the other player from your roster and press the A Button again to perform the switch.

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DEFAULT: This option allows you to initialize all options to their original settings.

OK: Return to the previous screen.

GAME SETTINGS Screen

Defense: Select Auto/Manual fielding by using the Control Pad.

Base Running: Select Auto/Manual base running by using the Control Pad.

Once your selections have been made, select OK by pressing the A Button.

Player Conditions

Each player's condition is illustrated by a color scale (Best: Red > Orange > Yellow > Green > Blue > Purple: Worst). An arrow pointing up suggests that the player is in great condition.

6. Start the Game

After you have made all the adjustments, start the game.

7. Game Results

Once the game is over, the results of the game will appear on the screen. The score will be shown first, followed by individual statistics.

SEASON MODE

1. Data Selection

To start a new season, select NEW GAME. To continue a season already in progress, select CONTINUE. Use the Control Pad to scroll through the choices and press the A Button to enter your selection.

* The data of a season already in progress will be overwritten if you select NEW GAME.

2. Team Select

Press left or right on the Control Pad and the A Button to select a team from either the American League or the National League. Use the Control Pad to scroll through the teams and press the A Button to enter your selection.

3. Stadium Select

Choose the stadium in which to play. Use the Control Pad to scroll up and down through your choices and press the A Button to enter your selection.

4. Options

This section allows you to set the rules for the season. Use the Control Pad to scroll through the choices and select OK by pressing the A Button. In Season Mode, you will only be able to adjust the LEVEL settings.

5. Season Mode Main Screen

In Season Mode, a game schedule will be listed before every game. Use the Control Pad to scroll through the available choices in order to view statistics and schedules. Also, you can view the EAST/CENTRAL/WEST standings by pressing the L/R Buttons.

GAME START: Starts the season.

SCHEDULE: Lists the game schedule of the season for your team. Use the Control Pad to scroll left and right to view monthly schedules and to scroll up and down to view specific dates.

DATA ROOM: Shows all categorized statistics for the season (see p. 14).

EXIT: Exits Season Mode.

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TEAM RECORDS HISTORY

TEAM SEASON RECORD

Shows the records set by teams during the season.

INDIVIDUAL SEASON RECORD

Shows the records set by individual players during the season.
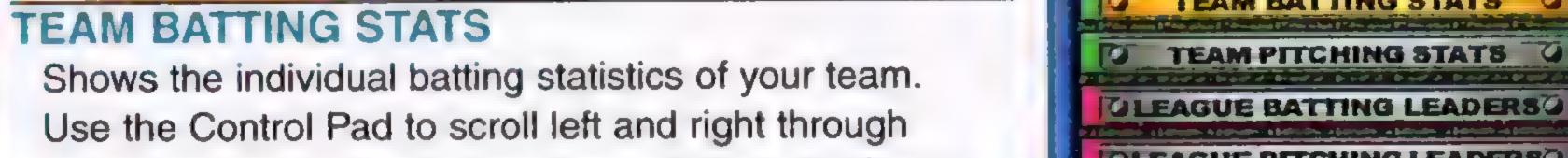
SINGLE GAME TEAM RECORD

Shows the records set by teams in a single game.

SINGLE GAME INDIVIDUAL RECORD

Shows the records set by individual players in a single game.

DATA ROOM

TEAM BATTING STATS

Shows the individual batting statistics of your team.
Use the Control Pad to scroll left and right through
categories, and up and down to scroll through players.

| TEAM BATTING STATS |
| TEAM PITCHING STATS |
| LEAGUE BATTING LEADERS |
| LEAGUE PITCHING LEADERS |
| PLAYER OF THE MONTH |
| TEAM RECORDS HISTORY |

TEAM PITCHING STATS

Shows the individual pitching statistics of your team. Use the Control Pad to scroll left and right through categories, and up and down to scroll through players.

LEAGUE BATTING STATS

Shows the individual batting statistics of the entire league. Use the Control Pad to scroll left and right through categories, and up and down to scroll through players.

LEAGUE PITCHING STATS

Shows the individual pitching statistics of the entire league. Use the Control Pad to scroll left and right through categories, and up and down to scroll through players.

* After selecting the category of batting/pitching statistics to view, press the A Button to sort in order from lowest to highest.

PLAYER OF THE MONTH

Shows the Player of the Month for each month during the season. Use the Control Pad to scroll left and right through each month.

PLAYOFFS MODE

1. Data Selection

To start a new Playoff series, select NEW GAME. To continue a series already in progress, select CONTINUE. Use the Control Pad to scroll through the choices and press the A Button to enter your selection.

2. Team Select

Press left or right on the Control Pad and the A Button to select a team from either the American League or the National League. Use the Control Pad to scroll through the teams and press the A Button to enter your selection.

3. Options

This option allows you to set the rules for the playoffs. Use the Control Pad to scroll through the choices and select OK by pressing the A Button.

4. Playoff Tree/Standings

Before the games begin, the Playoff Tree will appear on the screen. You can view the standings by pressing the A Button. In a Division Series, the first team to get 3 victories moves on. In a League Championship Series and in the World Series,™ the first team to get 4 victories wins.

GAME START: Press the A Button to start the game.
EXIT: Return to the Mode Selection screen.

5. Lineup

Select a starting lineup for your team and adjust the game settings.

6. Start the Game

After you have made all the adjustments, start the game.

7. Game Results

After the game is over, the results of the game will appear on the screen, followed by a screen that shows the standings of the playoffs. Be the last team standing to win the World Series.™

PITCHING

1. Selecting Pitch Type

Use the Control Pad to select one of the available pitches for the pitcher in use. A fastball will be automatically selected if no selection is made.
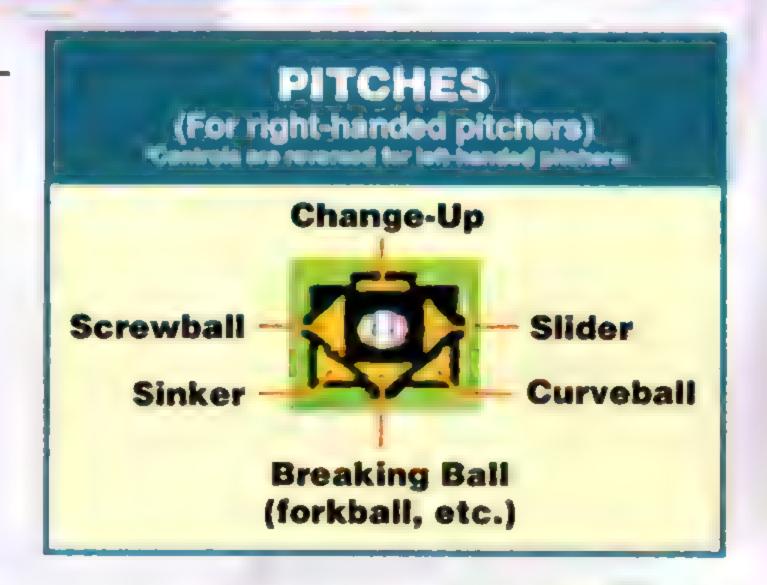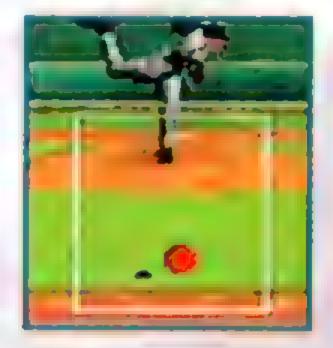
2. Pitch

Press the A Button to initiate pitching motion.

3. Aiming Pitch

During the pitching motion, use the Control Pad to aim each pitch before the ball is released.

* Pitchers that lack control (or "with a low Control Rating") will not always throw accurate pitches.

PITCHES
(For right-handed pitchers)
*Controls are reversed for left-handed pitchers

Change-Up

Screwball — — Slider

Sinker — — Curveball

Breaking Ball
(forkball, etc.)

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Pitching/Batting Screen

Score ———————— ARI 0 NYY 0 TOP 1 ST 0 OUT 1 - 2 ———————— Pitch Count

Runners on Base & Wind Conditions ———————— Strike ———————— Inning

Pitch Speed ———————— 93 mph ———————— Power Gauge

Pitch Type Cursor ———————— baseball

BATTING

1. Swing Movement 1

Move the cursor to select the area to hit. Time the pitch then press and release the A Button to swing.

2. Swing Movement 2

If the pitch is in the area you have selected to hit, the cursor will turn Orange (Successful Lock-on). The batter will automatically follow the course of the ball, so time the swing well and press and release the A Button to hit.

If the pitch is in the area you have not selected to hit, the cursor will become smaller (Unsuccessful Lock-on). Use the Control Pad to adjust the cursor and press and release the A Button to hit. The amount of power in the Power Gauge affects how far the ball will be hit. The Power Gauge activates when you press the A Button. The Power Gauge will quickly increase and then decrease the longer you hold down the A Button, so time your swing carefully to insure a powerful hit.

3. Bunting

Press the B Button to enter the bunt stance. Use the Control Pad to control the bat. Release the B Button to cancel.

FIELDING

1. Catching

Use the Control Pad to move the player to the ball and catch it.
To catch fly balls, direct the player to the blue cursor on the field.

2. Throwing

Simultaneously press the Control Pad and the A Button to throw to the bases.
(Right: first base, Up: second base, Left: third base, Down: home plate)
Press the L/R Buttons and the A Button to throw to the cut-off man.

3. Diving and Jumping

Press the Control Pad and the A Button while chasing the ball to make a diving catch.
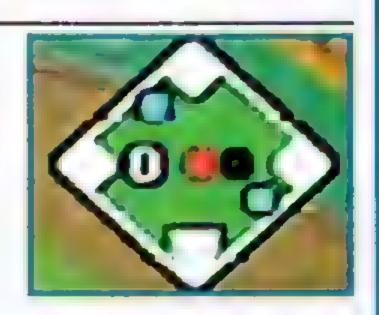Press only the A Button to jump up.

TIME OUT/TEAM MANAGEMENT

Press START to pause the game, the screen will automatically switch to the Team Management Screen.

OK:	Return to Game.
PLAYER CHANGE:	Make substitutions and/or change positions. (See Player Change While Fielding and Player Change While at Bat)
GAME SETTINGS:	Change game settings (see p.10).

PLAYER CHANGE WHILE FIELDING

PLAYER CHANGE

First, use the Control Pad to scroll through the lineup and press the A Button to select the player you would like to substitute. Then, select a player among the bench players listed on the right to make a substitution.

POSITION CHANGE

Use the Control Pad to scroll through the lineup and press the A Button to select two players to switch fielding positions.

PLAYER CHANGE WHILE AT BAT
PINCH HITTER/ PINCH RUNNER

Use the Control Pad to scroll through hitters and runners and press the A Button to select a player to substitute. Choose a substitute player from the list of eligible bench players on the right of the screen.

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NOTES

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32101. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

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This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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